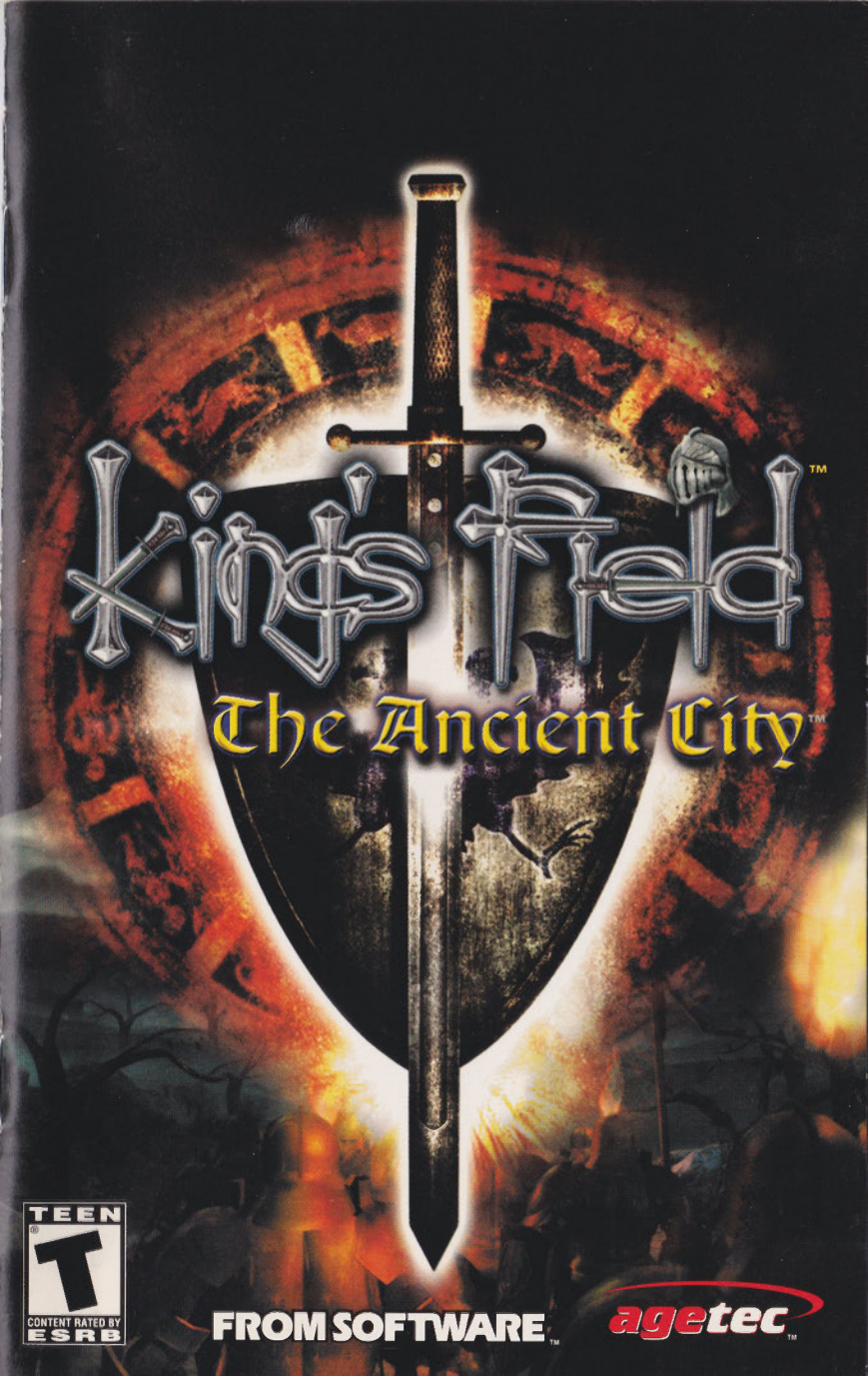

King's Field™
The Ancient City™
TEEN
T
CONTENT RATED BY
ESRB
FROM SOFTWARE™
agetec™

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

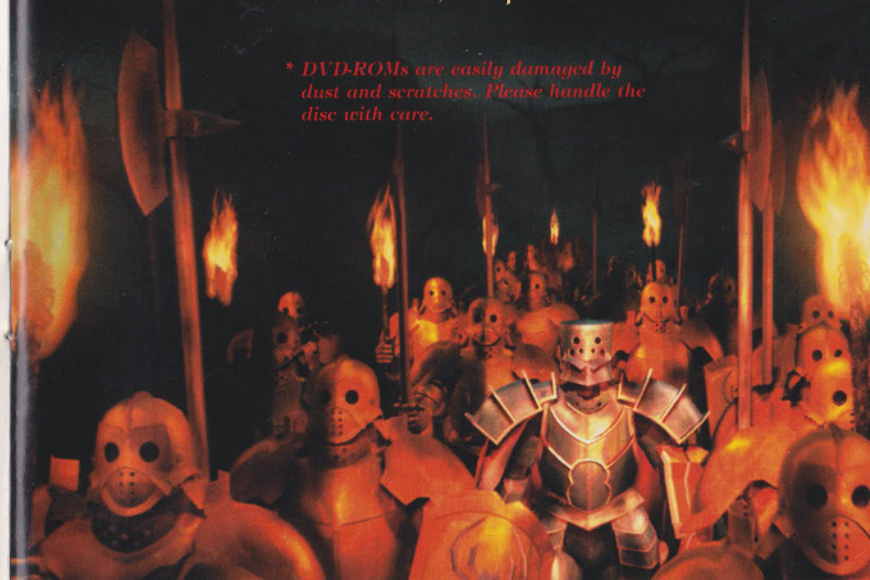
Agetec, Inc., PO Box 70158,
Sunnyvale, Ca. 94086-0158

Contents

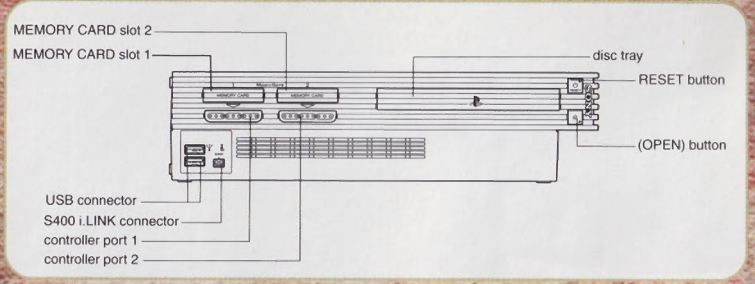
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Thank you for purchasing King's Field™ The Ancient City™, software designed for use with the PlayStation®2 computer entertainment system. Please read this manual carefully before playing the game, especially those sections that cover operating instructions and safety precautions.

** DVD-ROMs are easily damaged by dust and scratches. Please handle the disc with care.*



Setting Up



Set up your PlayStation®2 computer entertainment system according to the instructions in the Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button.

When the power indicator lights up, press the OPEN button and the disc tray will open. Place the King's Field™ The Ancient City™ disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close.

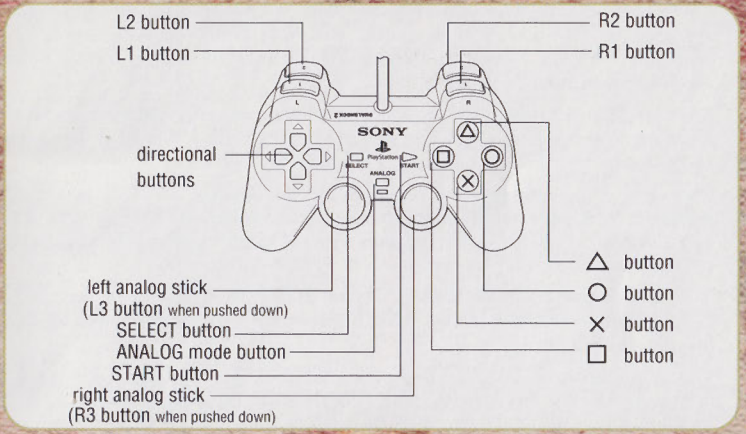
Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.



Basic Operations

Before you depart to face the evils that plague the Cursed Land and the horrors that lurk within the Ancient City, take a few moments to study the art of control. Through proper training, a truly gifted knight will know, instinctively, what actions to take once the need arises

DUALSHOCK®2 analog controller



L1 button:	*Strafe Left*	*R2 button:*	*Look down*
L2 button:	*Look Up*	*R1 button:*	*Strafe Right*
directional buttons:		*⊗ button:*	*Event / Run*
Up:	*Move Forward*	*○ button:*	*Menu / Cancel*
Down:	*Move Back*	*△ button:*	*Magic*
Left:	*Rotate Left*	*□ button:*	*Attack*
Right:	*Rotate Right*	*right analog stick:*	*Not Used*
left analog stick:	*Move Character*	*START button:*	*Pause*
SELECT button:	*Shortcut*		
ANALOG mode button: Analog indicator ON or OFF			

** This software is compatible with the DUALSHOCK®2 analog controller's vibration function. The LED indicator is always lit when the system is ON. The vibration function can be toggled ON/OFF via the OPTIONS settings in the SYSTEM menu. (See page 19)*

** Pressing L2 and R2 buttons simultaneously during a game resets the player's perspective to its default (looking straight ahead).*

** Default button controls/assignments can be changed by accessing KEY CONFIG via the SYSTEM settings in the MAIN menu. (See page 20)*

** This software is compatible with the DUALSHOCK® analog controller. Operation function is same as with the DUALSHOCK®2 analog controller.*

Story

Toward the western edge of the barren land, at the foot of the high peaks within the Morraddi mountains, lies a land found in the shadows of a dark and misty forest.

Once, this land was referred to as the Holy Land and it was blessed by the grace of fertile soil and a giving sun.

There came a time long ago when the skies in this area became perpetually obscured by a shroud of dark clouds. The Holy Land became deserted. The people of this land, known as the Forest Folk, built an underground city and they have lived there ever since.

Knowledge of this once great land has faded amongst the remaining kingdoms. Even now, only a few of the wise men remember tales of the Holy Land. The place is now referred to as simply "The Land of Disaster."

One day, a ceremonial idol representing the highest ideal of peace was presented to the King of the small country Heladin. Moved by the gesture of the gift, the King, Lucien IV, decreed that the idol would have a permanent home in his throne room.

At once, the kingdom of Heladin began a quickening spiral of decay. The King's sages were asked if they could discover the source of the curse that had befallen the kingdom.

The sages uncovered the legend of an "Idol of Sorrow" that was said to originate from the mysterious Forest Folk from the Land of Disaster. The sages attributed the fall of the Land of Disaster to the cursed Idol of Sorrow and believe that the idol received by King Lucien was indeed this item. The people of Heladin organized an expedition to return the wretched idol to the Land of Disaster in the hopes of breaking its curse. With the highest hopes, the team of adventurers, led by the famous Sword Master, set out on their expedition and, tragically, were never seen again.

On a storm-swept night, Prince Devian of Azalin was visited by a strange wanderer. This hooded figure presented the Prince with an idol and informed him to, "Return this idol to the Land of Disaster so that other kingdoms do not succumb to its wicked curse."

Because of his friendship with the Sword Master, Prince Devian knew of the expedition sent from Heladin to return a cursed idol but had not heard the outcome. Feeling the burden of the quest to rid the land of the wicked idol, the prince set out for the Land of Disaster and the Ancient City that lies within its dark forest. Prince Devian was also aware of the dangers inherent in traveling to a realm that has been reclaimed by nature's fury

History

The Cursed Land

An elevated plateau rests at the edge of the Land of Disaster. Built at the top of the plateau are the remains of the Ancient City. Many creatures aimlessly roam the ruins sweeping past deadly fogs of billowing poison. Within the interior of the plateau was the original home of the Forest Folk.

Legends depict the location of the Holy City beneath the surface of the plateau as the final resting place of the mysterious Forest Folk. Due to tales of vast wealth and powerful magic items, many adventurers have sought their fortunes in the Ancient City. Tales of instant wealth have also spread to the thieves of the land, ever eager for an easy gain. Very few who made the journey, however, were ever seen again.

Now, only the foolhardy and those without hope dare to visit there.

Heladin

The small kingdom of Heladin rests at the edge of the dark forest connected to the Land of Disaster.

After a young king was enthroned in Heladin, the wealth and power of the kingdom was extended. The rapid prosperity of Heladin brought fear to its neighboring countries and gave a sense of unease, especially to people of Azalin, who wished to remain friendly to the people of Heladin.

On the eve of the Horned Moon festival, an idol was presented to the King of Heladin. He liked the idol and since that night he decided to make a permanent space in his throne room for it. Once this occurred, ominous dark clouds began to gather over the kingdom of Heladin, and an unknown illness swept through the populous. Soon a multitude of disasters began occurring within Heladin.

Finally, King Lucien contracted an unknown illness and the country was sent into civil war. To save the country, the Sword Master organized an expedition and led them to the Land of Disaster. They never returned.

Azalin

Azalin is a neighboring country of Heladin, located at the border of the Northern Sea. The Rosberg Family currently rules the country. Following a tradition established by the founding King, the Rosberg Family wishes to preserve their kingdom through efforts of peace and diplomacy rather than reverting to the barbarism of warfare.

The royal family of Rosberg inherited a tendency toward the use of magic. Because of this inborn skill, they were gifted in the arts of precognition and pyromancy. People say that the royal family is related to the Forest Folk, however, this fact was never documented by the royal scribes.

Forest Folk

It is believed that the Forest Folk existed long before the race of Man. They avoided living in direct sunlight and were nurtured by the shadows from the forest canopy. They made their home beneath the Ancient City. Their technology, backed by their innate understanding of the magic arts allowed them to create wondrous items - far beyond the abilities of humans.

They are a lost race now, only legend tells of their achievements and gifts to the world. The Forest Folk's caverns, once teeming with beauty and an abundance of life are now infested with monsters of decay and ruin.

The Ancient City

In the Land of Disaster, the deserted ruins above and below the ground is known as the Ancient City. Long held as the ancestral home to the Forest Folk, the Ancient City still resonates with the magic essence that was used in its creation.

A complicated network of buildings, chambers and tunnels carved from the very stone of the mountainside, the Ancient City represents the highest levels of architecture found in the world. The craftsmanship of the builders surpasses anything built by man and still can be seen even though the land itself has been reclaimed by the dark forest.

The Idol of Sorrow

This cursed idol was brought into Heladin, the kingdom of the Barren Land. It was offered to the king, Lucien IV, and all that remains is the fact that the king liked it and he never let it out of his sight.

As the sages of the kingdom researched the cause of the unnatural disasters that befell the kingdom and the king, they found a link to an ancient warning that referred to the Forest Folk. According to this warning, there is a certain phrase carved in the Ancient City stating:

"Grave misfortune will befall those who behold the Idol
that stares into the darkness."

The Shrine of Oath

Inside this shrine lies a mysterious gravestone. The waters from an ancient spring at this site were once believed to have amazing healing properties, but the spring has been dry for ages. This is one of the Forest Folk legends that persists to this day.

Village

People once lived here long ago. The remaining structures suggest these people interacted with and lived amongst the Forest Folk. The Forest Folk and Humans built this village together but it is now lays in ruin. There are signs that this site was used by the lost Heladin expedition as a temporary campground.

The Mine

In its prime, the mine was a successful operation yet several miners died in unexplained accidents. The miners built a graveyard for those who died in the mine. People believe that this had something to do with the curse that came upon the land.

East Valley - Miner's Commons

The East Valley is located south of the Shrine of Oath. This area is bordered by formidable cliffs. Miners used this location to rest after a prolonged shift of mining for the Rock of Life. A few years ago, a scholar came here to research the history of the Forest Folk but he was never seen again.

Rock of Life

Long ago a traveler discovered a rock that appeared different from anything he had seen before. As he continued his journey with the rock in hand, something strange happened. The rock became suddenly warm and started to pulsate. Soon after, his body and mind felt restored. Later, he found out that a life-long illness he had been battling was cured.

The word of this miracle traveled quickly and people from all over the land begin seeking this rock, now known as the Rock of Life. The mine where the rock was discovered rapidly became populated and people spent days excavating and searching for the Rock of Life. Monsters unexpectedly started attacking the people and the mine was abandoned and sealed.

The Catacombs

Beneath the Shrine of Oath is the underground entrance to the Ancient City. This is also the gateway used by many monsters in their territorial searches for food.

Subterranean Graveyard

Once the final resting ground for the dead, it has now become a spawning ground for several types of undead monsters. They are constantly hunting any form of living creature to feast upon.

Characters

King Lucien IV

The young ruler of the Heladin Kingdom, Lucien IV inherited the kingdom following his father's sudden death. He is commonly referred to by his people as the Wise King, and his wisdom is well known amongst the wise sages around the country. Once Lucien IV became ruler he began a campaign to expand the borders of his kingdom, acquiring land that had heretofore gone unclaimed. His aggressive policies, however, began putting pressure on the neighboring countries.

This caused tension with the king of Azalin, a neighboring country. This was due to the fact that Lucien IV ignored the words of the King of Azalin, who was his father's close and trusted friend. Unfortunately, Lucien IV didn't seem to care. An idol was recently offered to the king. He liked the mysterious piece, and it was said that he never let it out of his sight. Lucien IV is currently confined to his bed, having been affected by the misfortunes that have befallen his kingdom.

Septiego - The Sword Master

Septiego is a swordsman in his prime. He holds the position of Sword Leader, and his skills are heralded as the best in the western region. He has the deep trust of his king and is respected by the people. Septiego led an expedition to the Ancient City in the heart of the Cursed Land, hoping to dispel the misfortunes that have befallen his country.

His scheduled date of return, however, has long since passed and he has not been seen since his departure. The news that the Sword Master lost his life in the Cursed Land couldn't be contained and the rumor of death is prevalent throughout the country and neighboring nations.

Prince Devian - Main Character

Young Devian Rosberg is third in the line of succession in the kingdom of Azalin. He was born into the Rosberg family, a clan in which many members are known to have "special powers." But Devian has shown no such special powers to date. Because of that, he has received training in swordsmanship from a very early age, and once apprenticed to Sword Leader Septiego on the king's advice.

Just after he had heard about the disappearance of Septiego and his troops on their journey to the Cursed Land, he received a mysterious object: the Idol of Sorrow. Devian has thus decided he would conceal his identity and head to the Cursed Land in order to return the idol to the place it belongs.

Unknown Visitor

A mysterious traveler delivered the Idol of Sorrow to Prince Devian. It is not clear whether he was a man or a monster, since he hid himself with a hood and leather mask. No one knows when or where he/it came from.

Beginning your Quest

Turn on the MAIN POWER switch on the back of the PlayStation®2 computer entertainment system and insert the game disc into the console. Press the RESET button. The TITLE screen will be displayed. MENU will be displayed by pressing START button.



New Game

Begin a new journey. After selecting NEW GAME, you will be given the option to change your BRIGHTNESS to optimize your television display.

Load

Load saved data. (See page 13)

Options

Set up Sound, Vibration, Walk effect and Background screen on the MAIN Menu. (See Settings page 19)

Configuration

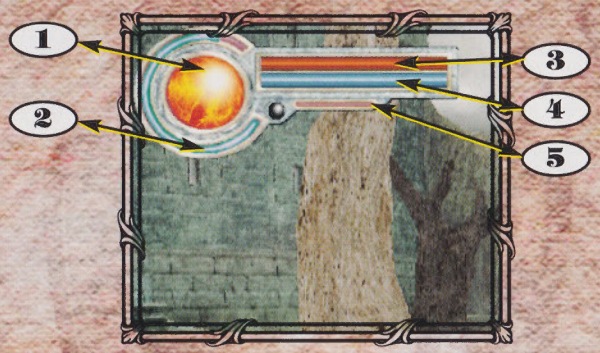
The player has the option to change the Key Configuration to their liking. (See page 20)

** DVD-ROMs are sensitive to scratches and dust, so please handle the product with caution. Discs that cannot be read due to dust and scratches on the data slide of the disc will not be covered by warranty.*



Game Screen

King's Fiend™ The Ancient City™ is an exploration, RPG game that controls and plays in a first-person point-of-view. The game screen below displays how the game is viewed.



Status Gauges:

1 HP Gauge
This gauge indicates your current number of Hit Points (HP) available. The HP Gauge decreases when you take damage from an enemy or trap and once this gauge is depleted, your adventure is over.

2 MP Gauge
This gauge indicates your current number of Magic Points (MP) available. The MP Gauge decreases when you use magic. Once this gauge is depleted you won't be able to use magic.

3 Physical Gauge
This gauge indicates the total amount of Physical strength applied when using weapons. When the gauge is full, your weapon does maximum damage if you land a successful attack on the enemy. If, however, the gauge is half full then the damage to an enemy is 50% less.

4 Magical Gauge
This gauge indicates your current concentration in order to cast Magic. Magic can only be cast when the gauge is full.

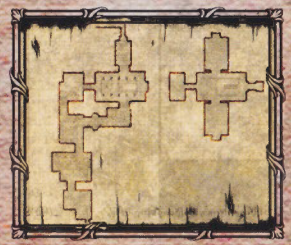
5 Air Gauge
This gauge indicates your current level of oxygen when underwater. The Air gauge slowly depletes while exploring underwater. Once this gauge is empty, the HP Gauge rapidly decreases. Be sure to watch this gauge and surface often to avoid death.

Maps

Maps are scattered throughout the Cursed Land. Finding different Maps provides helpful information in your exploration and recognizing different locations of buildings or dungeons. Maps screens are either displayed as 2 Dimensional (2D) or 3 Dimensional (3D) depending on the map you found.

DUALSHOCK®2 analog controller

L1 button:	**Zoom (3D)**
R1 button:	**Zoom (3D)**
directional buttons:	
Up:	**Scroll map (3D)/Previous Page (2D)**
Down:	**Scroll map (3D)/Next Page (2D)**
Left:	**Scroll map (3D)**
Right:	**Scroll map (3D)**
left analog stick:	**Scroll Map**
ANALOG mode button:	**Analog indicator ON or OFF**
⊗ button:	**Press and hold the ⊗ button and use the directional buttons or left analog stick to rotate the map (3D)**
◎ button:	**Exit Map**



2D Map



3D Map

- *Press the L1 and R1 buttons simultaneously while viewing the 3D Map to return to the default display.*
- *This software is compatible with the DUALSHOCK® Analog controller. Operation function is the same as with the DUALSHOCK®2 Analog controller.*

Menu Screens

DUALSHOCK®2 analog controller

L1 button:	**Character rotates to the right in the Equipment screen.**
R1 button:	**Character rotates to the left in the Equipment screen.**
directional buttons:	
Up:	**Scroll Up**
Down:	**Scroll Down**
Left:	**Decrease Numbers**
Right:	**Increase Numbers**
left analog stick:	**Scroll**
ANALOG mode button:	**Analog indicator ON or OFF**
○ button:	**Back**
× button:	**Confirm**

** This software is compatible with the DUALSHOCK® analog controller. Operation function is same as with the DUALSHOCK®2 analog controller.*



Load, Save & Quit

Load

Game data can be loaded manually by selecting either LOAD GAME from the TITLE screen or from SYSTEM on the MAIN menu.

Load from SYSTEM:

1. *Press the ○ button to enter the MAIN menu. Select SYSTEM by using the directional buttons ↑ and ↓ or the analog stick. Press the × button to confirm your selection.*
2. *Select LOAD. Press the × button to confirm your selection.*
3. *Insert a memory card (8MB) (for PlayStation®2) in the MEMORY CARD slot 1 or MEMORY CARD slot 2.*
4. *Select the data you wish to load. Press the × button to confirm your selection.*





Save

It would be wise to save often and when you find a new save point. Often times you will find a save point before an area that will be substantially harder than your pervious encounters. Game data can only be saved at the save points and there are not many located within the world of King's Field™ The Ancient City™.



Stand in front of a Save Point and press the × button.

Select an icon which shows a memory card (8MB) (for PlayStation®2) in the MEMORYCARD slot1, and press the desired data or "NEW" icon if there is no previously saved data. Press the × button to confirm your selection.



A minimum of 150KB of free space is required on a memory card (8MB) (for PlayStation®2) in order to save the game data. For saving additional data, a minimum of 90KB of free space is required on a memory card (8MB) (for PlayStation®2) for saving per a data.

Quit Game

To quit a game, select SYSTEM in the MAIN Menu.

1. *Press the ○ button to bring up the MAIN menu. Select SYSTEM using the directional buttons or analog stick and press the ✕ button to confirm your selection.*
2. *Select Quit.*
3. *Select Yes by using the directional buttons or analog stick to return to the TITLE Screen.*

Always be sure to save the game before you exit, or you will lose items and acquired experience since your last save.



Main Menu

The player can change the items and equipment in the MAIN Menu.

- **Item (See page 16)**

Use an item that you currently have. Press the □ button to view Keys.

- **Magic (See page 16)**

Use and/or view information on your Defensive magic.

- **Equipment (See page 17)**

Change weapons, armor, offensive magic and other equipped items.

- **Status (See page 17)**

View detailed information about your character.

- **Journal (See page 18)**

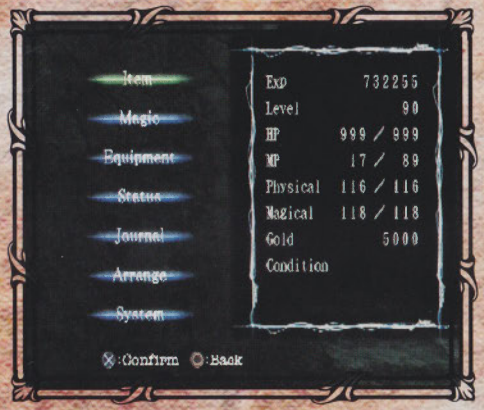
View conversations with characters you've met and information about areas that you've discovered.

- **Arrange (See page 18)**

Items not used often can be hidden so they don't appear in the ITEM and EQUIPMENT menus.

- **System (See page 19)**

Load data, settings, key configuration, adjust brightness and quit game.



Item

All the items you have obtained on your journey may be viewed and used here. Press the ◉ button to view the MAIN menu and select ITEM. You may also view all the keys you have collected from the KEY menu.



1. *Press the ◉ button to view the MAIN menu. Select ITEM and press the ⊗ button to confirm your selection.*
2. *Select the items you wish to use or view, and press the ⊗ button to confirm your selection.*
3. *You can also view all the keys you have collected from the ITEM menu at anytime by pressing the ▣ button.*



Magic

Only defensive and cleric magic can be used from this menu. Offensive magic must be equipped from the EQUIPMENT menu.



1. *You must have magic points (MP) to cast magic. How many (MP) are needed varies depending on the nature of the spell. The Concentration gauge must be filled as well.*
2. *Press the ◉ button from the GAME screen to enter the MAIN menu.*
3. *Select MAGIC and press the ⊗ button to confirm.*
4. *Scroll through your spells by using the directional buttons or the analog stick.*
5. *When you find the spell you wish to use, press the ⊗ button to confirm.*



You can also view a brief description of what the magic spell does, the type of attribute (attrib), the current level (level), the amount of magic points (MP) that the magic uses if cast (MP Used) and the amount of magic points you have left (MP Left).

Equipment

In addition to using items you find along the way, there will also be items that will serve as armor, magic, weapons and even jewelry for you - provided you equip them. To equip yourself with different items, weapons, armor, and magic, remember the following:



1. *Press the ◉ button to open the MAIN menu.*
2. *Select EQUIPMENT and press the ⊗ button to confirm or the ◉ button to cancel.*
3. *Select the category from which you wish to equip yourself and press the ⊗ button to confirm.*
4. *Select the item you wish to equip and press the ⊗ button to confirm.*



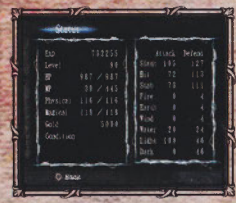
The 11 categories of EQUIPMENT are:

Weapon:	*Select from any of your hand held weapons for offensive attacks.*
Magic:	*Select from your offensive spells.*
Shield:	*Select one of your shields - protective gear for defense against attacks.*
Head:	*Select one of your helmets to protect your head - protective gear for defense against attacks.*
Chest:	*Select armor to protect your torso - protective gear for defense against attacks.*
Hands:	*Select a pair of gloves to protect you hands - protective gear for defense against attacks.*
Legs:	*Select one of your boots or greaves to protect your legs - protects well for defense against attacks.*
Ring:	*Select one of your ring items to equip - Special items have magical abilities.*
Wrist:	*Select one of your wrist items to equip - Special items have magical abilities.*
Neck:	*Select one of your neck items to equip - Special items have magical abilities.*
Shortcut:	*Select from your Items or Magic to equip - Press the Select button to use during the GAME screen.*

Status

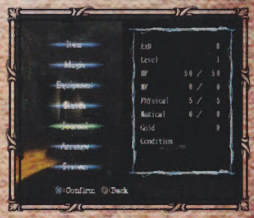
As you build up in levels and obtain new weapons and gear, there may come a time when you will want to find out how much better a new piece of equipment may be to use. Press the ◉ button to open the MAIN menu, then select STATUS and press the ⊗ button to view.

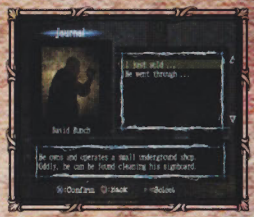




Journal

As you pass through the Cursed Land on your quest, heed the advice and warnings of the people you encounter. Make it a point to speak with as many of them as you meet. They may be apprehensive or even hostile towards you. It is important that you speak with each one of them as often as possible - whenever you pass through the area you should drop back in on them to see how their lives are progressing, as most of them, no doubt, have much to say. This is why JOURNAL is so important; it has a complete record of all the conversations that you have had with people that you have met in your journey. If you forgot something important, merely go to your JOURNAL and recall the information by scrolling through your past conversations (press the directional button ◆ and ◆ or using the analog stick), once you find the character you are looking for, press the ⊗ button on the text your wish to view.





1. *Press the ◎ button to open the MAIN menu. Move the cursor to JOURNAL and press the ⊗ button.*
2. *Select a character that you wish to view by pressing the directional button ◆ and ◆ or using the analog stick.*
3. *One you find the character that you are searching for, use the directional button ◆ and ◆ or analog stick to scroll through the text. Once you locate it press the ⊗ button to confirm.*

Arrange

With this selection you can put into storage any of your items and equipment that you currently do not need, but may need later. These items will no longer appear in your ITEM or EQUIPMENT menus once you hide them. You will noticed an orange icon next to each item, if this icon is displayed then the item appears in your ITEM or EQUIPMENT, however if you press the ⊗ button next to any item the icon disappears and will no longer be shown in ITEM or EQUIPMENT.





1. *Press the ◎ button to open the MAIN menu. Move the cursor to ARRANGE and press the ⊗ button.*
2. *Shifting ◆ and ◆ directional buttons, select the items the player doesn't use very often, and press the ⊗ button to hide the item. Pressing the ⊗ button on a hidden item, returns the item to the original setting.*

System

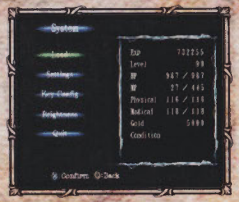
This allows the player to customize their gaming experience, load a pervious saved game or exit. Listed below is detailed information about this menu. Press the ◎ button to open MAIN menu. Select SYSTEM and press the ⊗ button to confirm your selection.



Load

Once you have recorded your progress at any of the save points throughout the Cursed Land, you may continue your journey from the last save point at anytime you wish.

1. *Press the ◎ button to open the MAIN menu.*
2. *Move the cursor to SYSTEM, then press the ⊗ button to confirm.*
3. *Move the curser to Load, then press the ⊗ button to confirm.*
4. *Select desired date to Load and press the ⊗ button to confirm.*





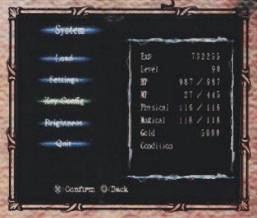
Settings

Sound	*Select "Stereo" or "Mono" sound output.*
BGM Volume	*Adjust the volume of background music.*
SE Volume	*Adjust sound effects volume.*
Walk Effects	*The walking effects can either be ON or OFF.*
Vibration	*Turn the vibration function of the DUALSHOCK®2 analog controller/DUALSHOCK® analog controller ON/OFF.*
Gauge	*Turn the status gauge on the GAME Screen ON/OFF.*
Background	*Change the background image on the MAIN Screen.*





Key Config



Change the settings of directional buttons and button configurations

This option allows you to customize the functions that the buttons will perform during the game.

Press the ○ button to enter the MAIN button.

Select SYSTEM and press the ✕ button to confirm.

Select KEY CONFIG and press the ✕ button to confirm your selection.



Use the directional buttons ↑ and ↓ or the analog stick to scroll through the different commands. Select the action to be assigned to a button by using the ← and → directional buttons or analog stick and press the ✕ button to confirm this selection. If the icon is blue, the selection is successfully customized.

If the new action is more than two, the color of icon changes to orange.

START button, SELECT button, L3 and R3 buttons cannot be altered.

Brightness

Television resolutions vary from make and model - in order to get the best picture possible, use this feature to adjust the BRIGHTNESS. Use the directional buttons ← and → and/or analog stick for adjustments. Left lowers the brightest where right increases it. Press the ✕ button to confirm the setting.





Quit

Selecting YES returns to the TITLE Screen, selection NO returns to the game.





Playing the Game

Gathering Data



You must overcome many difficulties in order to complete this epic quest. To do so, you must collect items and communicate with as many people as possible. Only by doing this will you find important clues and information vital to reach your final destination.

Collecting Items



For example, you may see an herb growing on the ground.

Get close to the herb and press the ✕ button when you are directly in front of it.

Herb is displayed at the center of screen. To get the herb, press the ✕ button, but if you do not want it, press the ○ button to go back to the previous screen.

Conversation

You will meet many characters during your journey. By repeatedly communicating with them you will be able to understand more detailed clues or information. Stand next to a character that you wish to speak with and press the ✕ button. This triggers the conversation. You can recall any conversations with anyone that you have met. Their conversations are logged in JOURNAL - use the analog stick left and right to select the appropriate character.





Traps and Obstacles



Mysterious incidents will be happening to your character in this game. If your character seems blocked and has nowhere to move or go, observe the surroundings. Watch out for the traps that are set up in the game. Your character may get damaged if he is touched by them. There are some objects that can be destroyed to reveal hidden items or to open up passages. Obstacles can be destroyed with the attack of a weapon, others will need the gift of magic.







Ladders & Lifts

Your character may encounter ladders and/or lifts in their travels. In order to use a ladder, stand in front of it and press the ⊗ button. This will automatically attach your character to the ladder. To climb up or down the ladder, press ↑ on the directional button or up on the analog stick. If you encounter a lift, simply stand in it, others may require you to trigger it with a switch.





Secret Doors

While searching for items along the way, be sure to search for secret doors. These areas are protected by their hidden locations. These areas were crafted in order to hide great treasures. To look for them, simply press the ⊗ button while close enough to open a regular door. If there is a secret there, it will open!





The Power of Passage

During the brighter days of the Ancient City there was a form of magic transportation from one point to another instantaneously. This was later known as the Power of Passage. It was written that this form of travel was developed by the Forest Fork and used by their King. It is now available for your character to use in his travels. You must find the following items to use this form of transportation:

- *Wands*
- *Guide Stones*
- *Symbols of Passage*
- *Stone Markers*



Marker

There are five different Wands and Guide Stones - Blue, Violet, Yellow, Green and Red, that work in unison with the Symbols and Stone Markers to unlock the Power of Passage. Found in various areas within the Ancient City are the Stone Markers and the Symbols of Passage. The Stone Markers act as return points for the magic. The activation is simple - place a Guide Stone in the Stone Marker and use the corresponding Wand (of the same color) while standing on a Symbol of Passage to return to the Stone Marker.



Guide Stone



Wand



Symbol of Passage

Running

The character is able to run by pressing the ⊗ button while using the directional button or analog stick. Keep in mind that while running, both your Power and Concentration bar will be depleted. It is highly recommend that you do not run in newly discovered areas (unless you're running for you life!).

Falling

There may be a situation that your character needs to jump and fall from a higher platform. If the character does indeed fall, there may be a chance that the player will take damage and movement speed will decrease for a brief time.

Note: If the fall is considerably large, death may occur.

Underwater Exploration



Your character has the ability to explore regions that are underwater. It is extremely important to watch the AIR gauge, for once this gauge is empty, hit points (HP) decrease rapidly. The character may surface to re-fill the AIR gauge. When exploring underwater, take your time and explore slowly. You can use most weapons (if need be) while underwater.

Buying & Selling



There are several merchants that you may encounter during your journey; some may own shops others may be traveling merchants. It's important to check each merchant thoroughly; some items are only available exclusively from certain merchants.

1. *Stand next to the merchant and press the ⊗ button to start a conversation.*
2. *Select BUY or SELL and press the ⊗ button to confirm or the ◎ button to cancel.*
3. *Scroll through the items using the direction buttons or the analog stick, press the ⊗ button to confirm.*
4. *When buying an item, OWNED displays how many of that item you currently have and AVAILABLE is the current amount the merchants have to offer. You can change how many you wish to buy and total will display the amount of gold needed in order to buy.*



5. *When selling an item, OWNED displays how many you currently have and AVAILABLE is the current amount the merchants have available. You can change how many you wish to sell and TOTAL displays the amount of gold you will receive for selling.*

* *In addition, there are merchants who exchange items only with specific items and craftsmen who can upgrade armor and weapons.*

Fighting

Your character will encounter various enemies in the journey. For battle, there are two kinds of attack methods: magic or weapons. Although it's your choice to fight or run, if you choose to avoid fighting with enemies, your character's level, weapon or magic will not increase in power. This may also greatly effect the outcome of the game.

Battle with Weapons

To battle using a weapon, you must first decide which to use and equip it from the EQUIPMENT menu in the MAIN menu screen. Press the ○ button to enter the MAIN menu, select EQIPMENT and press the ✕ button. Select your weapon and confirm your selection with the ✕ button.



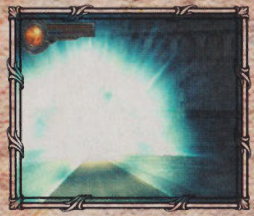
To wield your weapon against an aggressor, you must first be close enough to the enemy to hit it - then press the □ button to attack. For your most powerful swing, wait until the red Power bar is full before swinging again. You'll find that if you've been running, the fatigue will leave your power at zero for a moment before building back up. While your red Power bar is at zero, your swing does no damage.



Battle with Magic

To battle using magic, you must first decide which spell to use and equip it from the EQUIPMENT menu in the MAIN menu screen. Press the ○ button to enter the MAIN menu, select EQIPMENT and press the ✕ button. Select your magic spell and confirm with the ✕ button (remember that spells are cast straight ahead). Be certain that your enemy is directly ahead of you when you cast a spell, however, there are a few where this rule does not apply (such as homing or area effect spells). Similar to your physical attack, you must have total mental concentration before you can cast a spell. You will only be able to use magic when your Magical Guage is full. Press the △ button to cast magic.





Battle Technique



If you are having difficulty defeating enemies or when you defeat an enemy that is sufficiently hurt and is having a hard time moving forward in the game, here is a basic technique that may help to overcome this situation.

Slash & Move Technique



1. *Make sure there is room to move around and that there is distance between you and the enemy. Make sure the Power gauge is full and the enemy is directly ahead of you.*
2. *Slash and Move. Meaning - move in, hit with your sword, and move back again. After you understand this basic form of attacking, then add this element to charge the enemy from the side or their back, in order to assure no damage, use the L1 or R1 buttons.*



3. *Keep in mind when the enemy is attacking they freeze for a brief moment - use this to your advantage and move back. Repeat the 1-3, until enemy is defeated.*

When you have mastered the above technique and once you have magic, work with that as well. Various weapons have different powers and characteristics. Some are longer than others and have better reach; some are heavier and take longer to swing. Learn each weapon that you employ, know its timing, its reach, and its strengths and weaknesses. The weapons should each become an extension of yourself as you learn to use them properly.

Never let the enemy surround you. Movement is key to your survival.



Condition

Some of the creatures infesting the land may attack using magic or poison. If this happens, check your condition by viewing the MAIN menu or STATUS menus and look under Condition. You should take care of this condition as soon as possible. There can be several ways to cure - with the use of magic, items or plants. If this happens, your character may not be able to move his body and his HP level continues to decrease while being attacked. Confirm the Condition at the MAIN Menu. There are five conditions, only one can be healed by the antidote plant - the rest must be cured by magic, crystal, special plants, or by allowing them to run their course through your body.



Poison: *Your character becomes poisoned and your hit points decreases for a limited time.*



Paralyze: *Dark magic consumes your character and he is unable to move for a limited time.*



Dark: *Darkness gathers around your character, making it difficult to see.*



Curse: *Your character's Physical and Magical power weakens along with your hit points and magic points.*



Lethargy: *Your character's movement is slowed, making it hard to move about.*



Silence: *Your character's magic power is sealed and cannot be used.*

Experience Level, Physical and Magical Power

Every time your character defeats an enemy, you gain experience in the form of "Experience Points". When you receive enough experience, you will gain a "Level", which means you will become more powerful and you will gain hit points (HP) and magic points (MP) as well.

When you fight and defeat creatures with a weapon your "Physical Power" increases.

When you fight and defeat creatures with magic your mental abilities in the form of "Magic Power" increases. Both parameters can be examined by viewing the STATUS menu.

Weapon and Magic - Level UP

The power and effectiveness of weapons or magic can greatly increase over time. If your character continues fighting with the same weapon or magic, their level will increase and thus improve their power and effect. The maximum level for weapon and magic is three.

Death

Danger waits around every corner. The Darkness that has consumed the city is strong and death will be unavoidable. There are strong creatures that inhabit the city and deadly traps. Saving the game data on a routine basis is the strongest tool to fight the Darkness.

Magic

There are two forms of magic, offensive and defensive. Offensive magic is your attack magic and defensive magic is more cleric-based. Magic is classified into six elements: Fire, Earth, Water, Wind, Light, and Dark. Crystals can be found within the Cursed Land and each of these crystals hold the magical power of its element. When your character finds and uses these crystals, the corresponding magic will be obtained. Each of the magic elements increase in power only through use and once the magic levels up, it becomes stronger. The highest level for any magic is three.



Fire



Earth



Water



Wind



Light



Dark

Offensive Magic

Fireball: *An intense ball of fire that burns a single target.*

Invoke Lightning: *Ball of holy light. It explodes into lightning bolts that shower upon enemies.*

Hydrosphere: *Small but high-pressured jets of steam are fired from a ball of water toward enemies.*







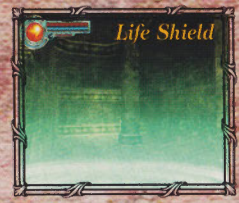
Defensive Magic

Earth Heal: *Health is restored to the damaged body by using the power of earth.*

Life Shield: *Disrupts the flow of air and nullifies enemies' projectile weapons at certain intervals.*

Remedy: *Pure water gradually recovers bodily injuries or anomalies.*







Items, Weapons & Creatures

Weapons:



Small Sword - A weapon commonly used by peasants for self-defense. It provides minimum damage and has a short range. The player begins their journey with this sword and it's highly recommend they find a replacement as soon as possible.



Pickax - A common tool used among miners for its outstanding ability to break up rock.



Broad Sword - The appearance of this weapon does not look like a typical sword; however, it offers a one handed, wide edge blade that provides outstanding force to slash enemies.



Rapier - A sword that pierces enemies, often used for its quick attack.



Long Bow - A battle bow used by the Heladin rangers for its light weight and ability to attack enemies from a great distance.

Armor:



Knight Shield - A shield bestowed by a king when knighthood is obtained. This shield is low-weight, yet it offers a solid defense.



Scale Mail - Armor that covers the chest with vast numbers of small iron plates sewn onto a leather backing.



War Helm - A lighter than average iron helmet and a face shield providing added protection.



Gauntlets - Gloves crafted of tempered metal that are light for their degree of defense.



Forest Shoes - Wooden shoes forged by the Earth Folk that help protect against magical attacks.

Items:



Herb - Native to this country, these herbs can commonly be found growing in shady areas. When consumed they will heal bodily injuries.



Forest Fruit - Rare fruit from the Forest that is renowned for its healing effects when consumed.



Herbal Liquid - Distilled form of Herb that offers a greater healing effect than standard Herbs.



Idol of Sorrow - An idol that was given to King Lucien IV as a peace offering, however, sages now believe that this is the cause of the recent evils that consume the kingdoms.



Ring of Sight - A magical ring of light that illuminates the darkness.

Creatures:



Mantrap - Insect-eating plants enlarged by dark auras. They usually exist in places where plants grow, but can grow on any ground. Instinctively attacks the player like a trap.



Skeleton - Many are warriors' bodies that have started moving again due to dark auras. They've already lost thought and attack the living as their instincts dictate. They're skilled and powerful enough. Sometimes they are villagers, not warriors, who wander around.



Slime - Lives in dark and moist places. It's effective at purifying poison.

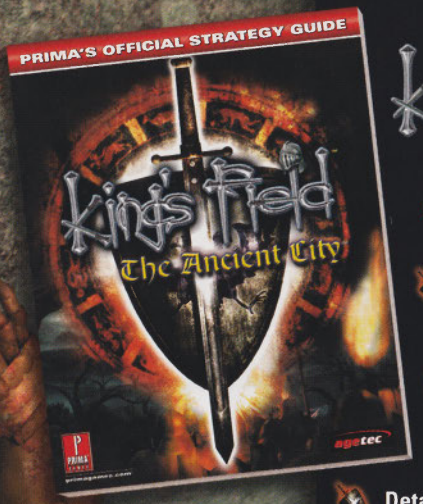


Stool - Mainly grows in groups in moist places. They resemble mushrooms but are actually conscious beings. They release poisonous spores as enemies approach.



Reaper - Carnivorous monsters resembling dead trees at first glance. They will attack passing travelers but aren't much to be feared because they can't move from where they're rooted.

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